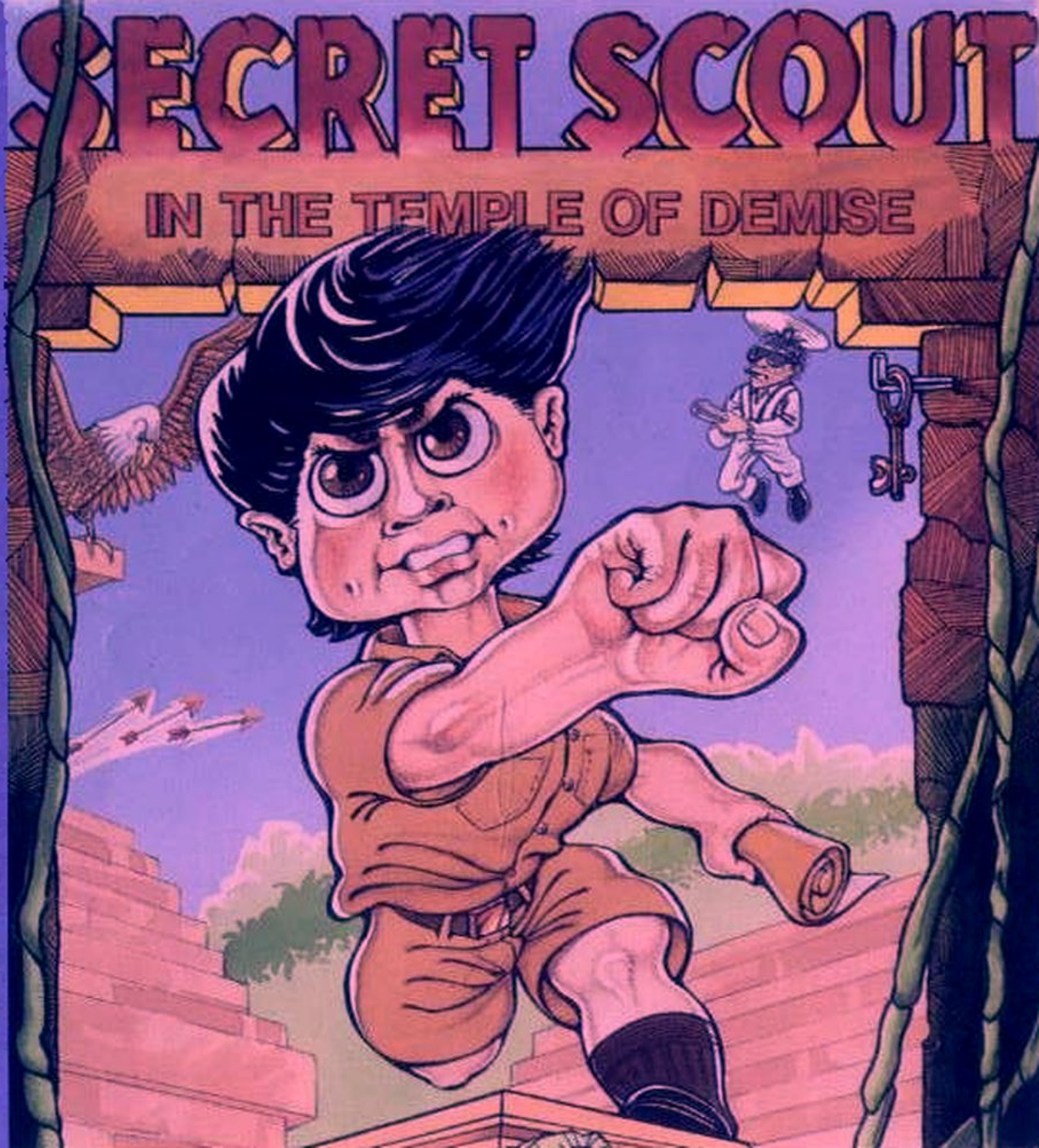
SECRET SCOUT

IN THE TEMPLE OF DEMISE

INSTRUCTION MANUAL

COLOR DREAMS



SECRET SCOUT IN THE TEMPLE OF DEMISE

- INTRODUCTION -

Separated from your troops by unexplainable events, you are trying to find your way back to civilization. Just when you thought you are going to be saved, the rescuing team turned out to be part of Dr. Demise's organization. In order to break his deadly grip on the jungle, you must search the ruins of an ancient temple in hopes of finding and destroying Dr. Demise and his evil henchmen.

SECRET SCOUT
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COLORDREAMS

PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.
2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo®system.
3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use).
4) Do not try to open or disassemble the cartridge.
5) Do not sit too close to your television.
6) Do not clean the cartridge with chemical agents.

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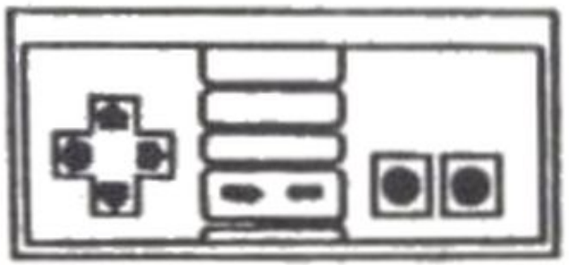
Controlling Secret Scout



CONTROL PAD: Pushing left and right moves Scout around.

BUTTON A: Causes Scout to jump. The longter the "A" button is pressed, the higher the jump.

BUTTON B: Scout will be able to kick his opponents.

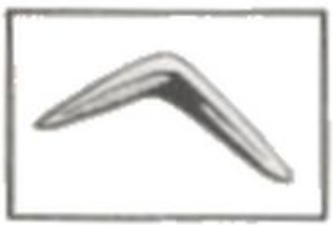
START BUTTON: Starts and pauses the game.

SELECT BUTTON: Selects objects in status bar. Press select button then move control pad "left" or "right". To use that object, move selector over desired object, then press the "up" button. With dynamite, press "up" to throw it far and "down" to drop it at your feet.

STATUS BAR OBJECTS (con't)

DYNAMITE: Blows up enemies, but doesn't necessarily kill them. When dropped at Scout's feet, it will fling him straight up in the air. Although the dynamite will not hurt the Scout, use them with caution.

SHIELD: Will make Scout invulnerable for about thirty seconds; arrows and bullets can penetrate the shield, so be prepared for anything, even if you are invulnerable.



BOOMERANG: When used, the boomerang will kill anything it hits. The boomerang must be caught in order to be re-used, and if it is not caught when returning, it will be lost.

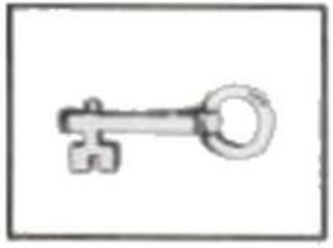
BRASS KNUCKLES: Gives the Scout more strength and once picked up, it will aid you in completing your goal. Look for this valuable tool in a Secret Room.

STATUS BAR OBJECTS (con't)

SUCTION CUPS: Lets you walk on walls when going across tricky canyons.

MAP: Shows position of Scout in the Temple of Demise.

TORCH: Lights up dark rooms, but they only stay lit for one minute.

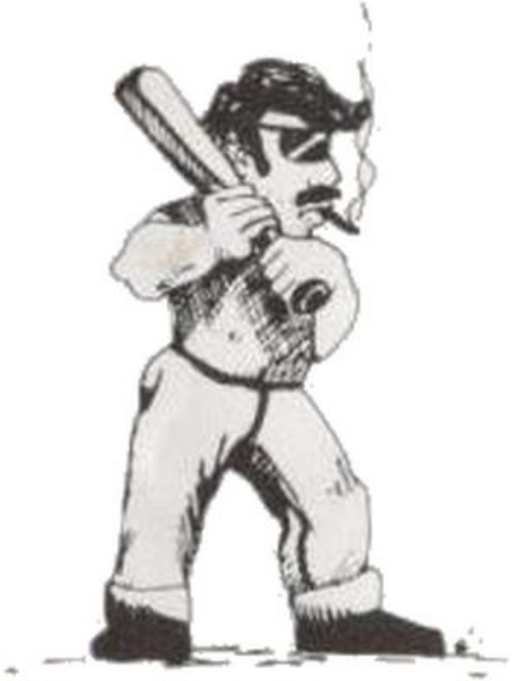


KEY: Opens all metal gates.

ENEMIES

Crazy Native: This knife weilding Indian doesn't like strangers poking around his village. He is detemined to keep you from entering the Temple of Demise.

Barney Basher: Keep your eyes peeled for this bat-swinging hooligan. He likes to hang out near the front of the temple and usually brings along his own pet eagle for additional support.



Evil Eagle: This vicious Bald Eagle can be found hanging around Barney Basher. He's sneaky but one kick will blow him right out of the sky, so, look out above !

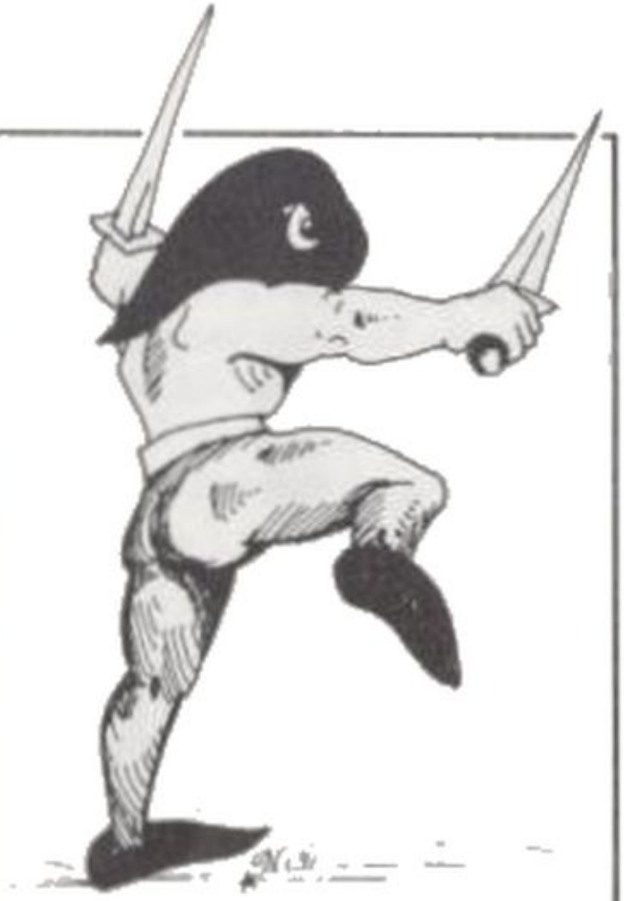
ENEMIES (con't)

Spud Arrowhead: Always ready and always on target, Spud's crossbow packs a lot of power arrows. Make sure your dodging skills are mastered around this guy.

Dodo Dwarfs: This gang of ill-tempered, fast-paced midgets have special orders to blow you away with their high powered uzis. Watch out for them.

Pierre Le Pounce: One of the trickiest enemies in the temple. This menace makes clever use of bombs, daggers, and superhuman acrobatics to obstruct your quest.

ENEMIES (con't)



Judo Jake: Armed with two sharp daggers and a mean side kick, this enemy has all the bases covered when attempting to expel you from the temple.

The Treadster: This enemy's enormous feet have a big advantage over your scrawny physique. Watch out above for falling bricks and rocks that may "accidentally" knock you out.

Gunsmith Joe: His rifle is poised and his sight is set on killing young, uninvited explorers. When confronting this guy, make sure you are armed with plenty firepower.

ENEMIES (con't)

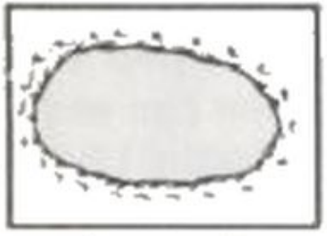
Bony Tony: A master with the sword, his sinister skeleton refuses to give up guarding his section of the temple. Try putting him to rest in his quarters.

Fly-by-Freddy: This guy is Dr. Demise's main henchman. His fast-tracking flying skills and powerful machine gun makes him an arduous enemy to overthrow.

Doctor Demise: The head honcho of the whole operation. This vile sub-human hangs out in the deepest, darkest caverns of the temple. He's armed with a super-fast machine gun and deadly hand grenades. Like Fly-by-Freddy, he has a speedy copter pack.

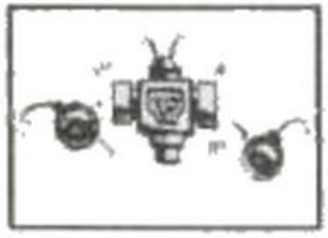
ENEMY'S EVIL OBJECTS

KILLER BOINGS: These bouncing balls frantically try to cause fatal damage to your health. They are almost impossible to dodge, but luckily, they only come in pairs.

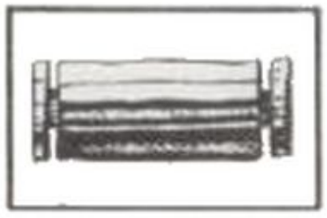


HOLDY RING: This overpowering energy ring grabs hold of you, allowing Pierre Le Pounce to cause major damage to your health. Avoid it if possible.

STAR of KNIVES: Watch out for this big glowing star. It throws deadly daggers with extraordinary precision, and what's worse, it can't be killed.



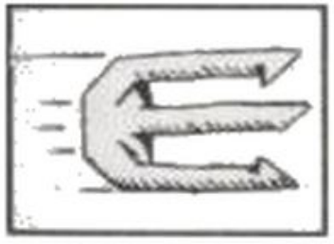
WIZ BOMBER: Flies by at amazing speed and throws dangerous bombs at you. Avoid this apparatus if possible, because it can not be killed.



MAGIC PISTON: Hit this object to get special surprises....some are good and some are evil.

ENEMY'S EVIL OBJECTS (con't)

STONE MISSILES: Watch out for your head when you are around Crazy Natives, they send out killer missiles at an alarming speed.



PRONGS OF DEATH: These gigantic forks fly toward you with amazing speed and agility; quick thinking and jumping are definitely recommended.

DROP-a-GLOP: This specially constructed flying saucer drops harmful green glop balls on your head.

GRAB TRAP: This enemy is especially tricky and quickly tries to grab you when you get near it. There is no escape once it gets a hold on you.

SPECIAL HINTS

1> Hurting the Killer Boing will cause it to turn into a single stick of dynamite.

2> Hurting the Magic Piston will cause it to turn into either a TNT box, a Boomerang, a Torch, the Evil Eagle, or the Prongs of Death.

3> Use the Suction Cups in the Cliff Chambers as you get close to Doctor Demise's final room in the underground world, but, be careful not to get knocked off by the Wiz Bomber or Pierre's Dagger.

4> When killed, most enemies drop extra health (Beating Hearts) for you to pick up.

5> Use your Torches wisely since they only last a minute each. Without the proper items, it is hard to accomplish your quest.

6> Hitting the Grab Trap with your Boomerang will turn it into a Shield. Hitting it with anything else will just cause it to die without releasing a prize.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES®with respect to the receiver.
- Move the NES®away from the receiver.
- Plug the NES®into a different outlet so that NES®and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the Federal Communications Commission helpful: HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

Note: NES®is the abbreviation for Nintendo Entertainment System®.

90 DAY LIMITED WARRANTY

Color Dreams, Inc. (MANUFACTURER) warrants to the original purchaser that this Color Dreams Game Cartridge (CARTRIDGE) shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs within the warranty period, Color Dreams will at its option repair or replace the defective CARTRIDGE free of charge (except for the cost of returning the CARTRIDGE).

TO RECEIVE THIS WARRANTY SERVICE

1. Simply pack your CARTRIDGE together with the original dated proof of purchase (Sales Slip) and circle the item.
2. Include a note stating the nature of the problem or defect.
3. Return your package freight prepaid, at your own risk of shipping damage, within the 90-day warranty period to: COLOR DREAMS, INC. CUSTOMER SERVICE DEPARTMENT 2700 E. IMPERIAL HWY., BLDG. B, BREA, CA 92621.

This warranty shall not apply if the CARTRIDGE has been damaged by negligence, accident, modification, tampering, unreasonable use, or by other causes unrelated to defective materials or workmanship.

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